

# THE FOX' OFFSPRING

## SCENARIO ASL TAC 56

Translated by Coastal Fortress Gaming Group



**VICTORY CONDITIONS:** The German wins at game end if he has exited 20 VP along the north edge of board 18, provided he has accumulated 10 Casualty VP more than the American.

### JEBEL EL GUESSA, TUNISIA, 6 December 1942:

Violent German counter-attacks early in December did not prevent the Allied High Command from preparing a renewed assault on Tunis. But the enemy had the initiative and was trying to break through in the direction of Medjez-el-Bab. The planned advance was to proceed on the south bank of the Medjerda river. Only a few hills stood out on this tank-friendly country. The high point was Jebel El Guessa. This sector was defended by elements of Combat Command B of the 1<sup>st</sup> Armored Division. The defenders were infantrymen and gunners, with tanks held in reserve. On December 5, the Americans observed German preparations. At 0800 the next day, the attack started, after the defenders had been hit hard by two waves of Stukas.

### BOARD PLACEMENT:

4	18	
		52

### BALANCE:

- Replace a PzIVF2 with a PzIVH in the German OB.

- Add a Baz 43 to the US OB



☆ AMERICAN sets up first	1	2	3	4	5	6	7	8	END
✦ GERMAN move first									



### Elements of HQ Coy and C Coy, 6<sup>th</sup> Armored Infantry [ELR :2]

set up on board 25 on/north of hexrow K and on board 18 on/north of hexrow W (see SSR 3) {SAN: 3}:

6-6-6	3-4-6	8-1	8-0	60-3-45	BAZ43 8-4	2-2-7	37LL	20 9PP T6 *AAMG -/-/4	20 10PP T6 *AAMG -/-/4	20 10PP T6 *AAMG -/-/4	19 75 * -/-/4
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8

### Elements of Battery C, 27<sup>th</sup> Armored Field Artillery Battalion

set up with 6th Arm. Inf (see SSR 5):

37 9PP T10 *AAMG -/-/4	15 WPS 15-7 105 CS 4 -/-/4	20 37LL -/-/8
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3

2

Elements of Battery B, 27<sup>th</sup> Armored Field Battalion enter on Turn 3 on the west edge:

14 105 -/-/4
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2

Elements of 1<sup>st</sup> and 2<sup>nd</sup> Battalion of 3<sup>rd</sup> Armored Regiments enter on Turn 4 on the west edge:

18 37LL 2/4/2	13 37LL 2/4/2
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4

2



### Elements of Kampfgruppe Koch (7<sup>th</sup> Panzer Regiment and 5<sup>th</sup> Paratrooper Regiment) [ELR: 4]

enter on Turn 1 on southeast edge between 25R10 and 18GG6 {SAN: 2}:

4-6-8	10-2	8-1	8-0	5-12	9-8	1-12	8	9-1	14 75L 3/5	13 75L 3/5	18 9PP T9 *AAMG -/-/3
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9

2

3

2

Elements of 7<sup>th</sup> and 86<sup>th</sup> Panzer-Grenadier Regiment [ELR: 4] enter on Turn 3 on southeast edge between 25R10 and 18GG6:

4-6-8	9-1	8-0	3-8	5-12	16 77 7PP CMG -/-/3	16 77 7PP CMG -/-/3	13 50L 3/5	13 75L 3/5
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7

2

2

13 50L 3/5	13 50L 3/5
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2

2

Scenario Design: Jean-Paul Gonçalves '94

### SSR:

- EC are Moderate, with a Mild Breeze to the southwest at start. Woods and Orchards are Olive Groves. Olive Groves in hex depicted as Woods are considered Woods during the RHP; they are not Inherent Terrain and only the Woods depiction is treated as Olive Groves. Hedges are Cactus Hedges. All buildings are stone buildings. There are no roads.
- All US 75 and 37LLAmmunitions have their TK# reduced by 2: training ammunition was being used.
- The US player may remove the MG from his M2 (not the M2 GMC 37LL, see SSR 5), M3, M3(MMG) and Jeep and may disembark their Crews, but, at Set-Up, such MG must be possessed by units otherwise allowed to remove them from the vehicles. Furthermore, vehicles so abandoned must set up in the same Location as, or adjacent to, their Crew. The US player may not voluntarily destroy his vehicles (D5.411). US MMCs may set up in foxholes of appropriate size, if otherwise allowed.
- After Set-Up, each US MMC undergoes a PTC, with no other result applied than Pin, if failed.
- The M2 GMC 37LL is a M2 half-track with a 37LLMA. (The 37LL's C7 and its ROF are retained, but the MA is Turreted: this is not a Portee). The vehicle's MG are retained with all their characteristics, but, if the MA is fired, only one of the MG may fire during the same fire phase. None of the vehicle's MG may be removed. No Passenger may be carried by this half-track. Place a turret marker to distinguish it from a normal M2.
- The German receives an 80-mm Battalion MTR OBA module. Air support is also available to the Germans as a single DB42 with bombs which enter play as per E7.2. The plane can remain in play for 3 Turns.

**AFTERMATH:** C Company of the 6<sup>th</sup> Armored Infantry Battalion and Battery C of the 27<sup>th</sup> Armored Field Artillery Battalion held the south sector of the jebel. The Germans tried blocking the Americans' retreat to the Bordj Toun bridge. The American infantry was scattered by the attack but Battery C's intervention stopped the panzers. However, enemy fire, especially MG fire, decimated the T19 and M2 GMC crews. Having knocked out 8 tanks, the survivors surrendered. The M7's of Battery B then moved forward but they couldn't contain the German attack. 13<sup>th</sup> Armored Regiments reinforcements, although they outnumbered the enemy, were late in arriving and then went on the attack with no intelligence about the enemy. A light tank battalion reinforced with M3 medium tanks attacked from the east and the west, but the east detachment was delayed. The other detachment came under concentrated anti-tank fire and retreated after losing 5 M3A1. The American defenders fell back toward Jebel bou Aoukaz, 6 kilometers to the rear. The Americans' poor coordination had compounded the limitations of their tactics and of their equipment. The Germans had proven themselves worthy spiritual heirs of Rommel.